




M E R I T S O F T W A R E

Classic Board Games



CHESS • BACKGAMMON • CHECKERS

 Merit Software™

Entertainment
For Teens & Adults



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Classic Board Games manual © 1991 by Merit Software. ALL RIGHTS RESERVED.

INSTRUCTIONS

Getting Started

Please turn on the power to your CDTV player and your television. Place the *Classic Board Games* disc in a disc caddy. Insert the caddy into the CDTV unit. It will only take a few seconds for the game to begin.

Very Important: Avoid touching or scratching the surface of the disc.
Never place a disc in the CDTV player without a caddy.
Store the disc in a caddy or its plastic case when the disc is not in use.

Playing the Games

Classic Board Games provides audio directions and play-by-play updates in six languages. You may select a different language at any time by pressing one of the following number keys on the CDTV remote control unit:

English	Press 4	French	Press 7
German	Press 5	Spanish	Press 8
Japanese	Press 6	Italian	Press 9

Press 1 at any time to receive context sensitive help on the mechanics of playing *Classic Board Games*.

Very Important: Your CDTV remote control unit should be set to *Mouse Mode* when playing *Classic Board Games*. If *Classic Board Games* doesn't seem to be responding to your CDTV remote control unit, you may have inadvertently placed the unit in *Joystick Mode*. To return to *Mouse Mode*, simply press the *Joy/Mouse* button on your CDTV remote control unit.

If you do not know how to play Chess, Checkers or Backgammon, please read the *Rules of Chess, Checkers and Backgammon* presented in the following section.

THE RULES OF CHESS, CHECKERS AND BACKGAMMON

CHESS

The Players

Chess is played by two players. One player moves the white pieces and is designated *white*. The other player moves the red pieces and is designated *red* (*Classic Board Games* enables you play against a human opponent or you can choose *Classic Board Games* as your opponent.)

The Chessboard

The chessboard is a large square and is colored alternately in two contrasting colors. Typically, the board is placed so that each player can find a light square in the corner at his right. (In *Classic Board Games* you have the option of viewing the chessboard from a variety of angles.)



The chessboard is divided into horizontal and vertical rows. Horizontal rows are called *ranks*; vertical rows are called *files*. The powers of a particular game piece determine how the piece may be moved on the board along *ranks* or *files*. Some pieces may be moved diagonally on the board.

CHESS

Game Pieces

Players on each side have 16 game pieces. A description of the powers of each of the pieces follows.

The Pawn

Number of pieces: 8



Legal Moves: The pawn can only move forward away from each player's side of the board. On its first move a pawn has the option of moving forward either one or two squares; thereafter, the pawn can move only one rank forward at a time.

Capturing: A chess piece is captured when an opposing piece moves into its square. The captured piece is then taken off the chessboard and removed from play. The pawn differs from all of the other pieces on the chessboard in the way it captures opposing pieces. The pawn cannot attack an opposing piece abutting it on the same file. As a result, the pawn's path can be blocked or *blockaded* because the pawn cannot move backwards. The pawn does have the ability to capture opposing pieces diagonally on the square adjacent and forward, however.

The pawn has another method of capturing opposing pieces known as *en passant* ("in passing"). A pawn attacking a square crossed by an opponent's pawn, which has advanced two squares in one move from its original square, may capture the opponent's pawn *en passant* as though the latter had been moved only one square.

Special considerations: When a pawn reaches the eighth rank on the chessboard, the pawn must be replaced by another piece, other than king. In most cases, the queen is exchanged for the pawn, the queen being the most powerful piece on the board. This type of exchange is called *queening*.

CHESS

The Rook

Number of pieces: 2



Legal moves: The rook can move sideways, backwards or forwards in straight lines any number of spaces as long as there is no obstacle in the rook's path.

Capturing: If an opposing piece is occupying a square that the rook can move to, the rook's move will capture the opposing piece.

The Knight

Number of pieces: 2



Legal moves: The knight does not move in a straight line like the other pieces but can move only from point to point. As a result, the knight cannot be blockaded by other pieces. The knight moves in an L shaped configuration, either by moving one square forward and two to the side, or by moving two squares forward and one to the side.

Capturing: Although it moves from point to point, the knight cannot capture pieces it passes over in the process of making a move. The knight can only capture a piece that occupies a square on which the knight will land.

The Bishop

Number of pieces: 2



Legal moves: The bishop moves along diagonal lines, rather than in straight lines. It can move any distance along an unobstructed diagonal line.

Capturing: If an opposing piece is occupying a square that the bishop can move to, the bishop's move will capture the opposing piece.

CHESS

The Queen

Number of pieces: 1



Legal moves: The queen is able to move in any direction, and she may move any number of spaces as long as there is no obstacle in her path.

Capturing: If an opposing piece is occupying a square that the queen can move to, the queen's move will capture the opposing piece.

The King

Number of pieces: 1



Legal moves: The king can move one space in any direction, including sideways, diagonally, backwards and forwards. A player's king and his opponent's king can never occupy adjacent squares.

Capturing: If an opposing piece is occupying a square that the king can move to, the king's move will capture the opposing piece.

Special considerations: A special move called *castling* may be used once each game by players on either side in order to protect the king. It is a move of two pieces at once, the king and one rook. The following conditions must be met in order for castling to take place: 1) Neither the rook nor the king can have moved previously; 2) no pieces can stand between the king and the rook; 3) no enemy piece or pawn can be attacking the spaces between the king and the rook on the first rank; 4) the king must not be *in check*. Castling entails moving the king two squares toward the rook and placing the rook on the square jumped over by the king.

Please note: Classic Board Games will assist you in moving your game pieces as it will not allow you to make an illegal move.

CHESS

The Object of the Game

In a traditional game of chess *white* makes the opening move, and thereafter, each side alternates with one move apiece. The object of the game of chess is to capture the opposing king. Once the king is captured or *checkmated*, the game ends. As the opposing king is attacked, the player who makes the attacking move customarily announces the warning, "Check!" It should be noted, however, that many chess games actually end before the king is captured. In such cases, a player cedes the game or *resigns* when it is apparent that he or she will lose inevitably.

CHECKERS

Please note: Checkers is an American name and is so called only in the United States. In the United Kingdom and other English speaking countries this game is referred to as draughts.

The Players

Checkers is played by two players. One player moves the white pieces and is designated *white*. The other player moves the red pieces and is designated *red*. (*Classic Board Games* enables you play against a human opponent or you can choose *Classic Board Games* as your opponent.)

The Checkerboard

Checkers is played on the same board as chess. *Classic Board Games* will automatically set up the checkerboard prior to each game. Each player has a light colored square in the lower right corner, and all pieces are placed on the dark squares.



The Object of the Game

The object of checkers is either to move the pieces so that the opponent is unable to make a move, or to capture all of the opponent's pieces and remove them from the checkerboard.

CHECKERS

Game Play

Each player has 12 pieces of one color. Pieces can only be moved on diagonals to other dark squares, one dark square at a time. In order for a player to capture an opponent's piece, he or she must make a jump. A jump is accomplished if a diagonal square forward and adjacent to one of pieces is occupied by an opponent's piece, and if the square adjacent and forward of the opponent's is unoccupied. *Classic Board Games* will not permit an illegal move and therefore will force a player to jump an opponent if the opportunity exists. If you capture an opponent's piece, *Classic Board Games* will remove the piece from the checkerboard automatically.

When a player's checker piece reaches the row of squares farthest from the player, the piece is then crowned and made a *king*. A king is *crowned* by placing another piece of the same color on top of it. Once crowned, the king can move either forward or backward on adjacent dark squares. Thus, a king can capture opposing pieces by jumping either forward or backward.

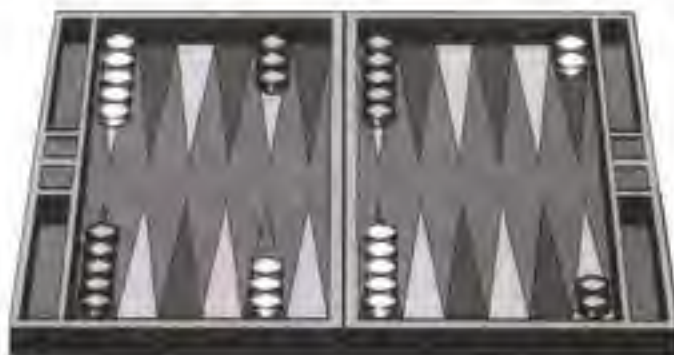
BACKGAMMON

The Players

Backgammon is played by two players. One player moves the white pieces and is designated *white*. The other player moves the red pieces and is designated *red* (*Classic Board Games* enables you play against a human opponent or you can choose *Classic Board Games* as your opponent.)

The Backgammon Board

The board is rectangular and consists of 24 points or elongated triangles of alternating colors. The board is divided in the center by what is known as *the bar*. Players sit on opposite sides of the board. A player's first six points on the board are called the *inner board*. Points 7-12 are called the *outer board*.



The Game Pieces

Each player has 15 pieces of contrasting color. Two pairs of dice are used to determine moves.

BACKGAMMON

The Object of the Game

The object of backgammon is to be the first player to move all of your pieces to your inner table, where they can be removed or *bear off* from the board. The first player to *bear off* all of his or her pieces wins the game.

Game Play

Classic Board Games will set up the board automatically prior to the start of a new game. Again, as in chess and checkers, *Classic Board Games* will not allow illegal moves. Moves are generated by the throwing of dice. To begin a game, players roll a single die and the player with the higher number moves first. If there is a tie, the single die will be rolled again. The player who wins with the higher number uses these two numbers for his first move. Thereafter, the two players alternate turns by throwing the dice.

The game pieces are moved from point to point. White moves from left to right and red moves in the opposite direction. A player's piece movement corresponds to the numbers on the dice. Both numbers may be used to move one piece, or they can be used to move two pieces on the same turn. If a player throws doubles, he or she is able to move four times the number shown on one die. For example, if a player threw two sixes he or she would be permitted to move either four pieces 6 points, two pieces 12 points or one piece 24 points. There may be times when a player cannot use both numbers on his or her dice. If this occurs, the player uses the highest number if possible.

A player's pieces may be moved to any point except one already occupied by two or more of an opponent's pieces. A point with two or more pieces is said to be *closed*, or *made*. If a player has a closed point, the opponent cannot land on that point. If, in this case, an opponent were to move a single piece with both numbers thrown, neither count may land on a closed point. A point occupied by only one piece, or none, is said to be *open*. An open point does not prevent an opponent from landing on that point, however, pieces of the same color cannot remain on the same point.

BACKGAMMON

Game Play (Continued)

A single piece resting on a point is known as a *blot*. If an opponent lands on this point, the blot is said to be *hit to the bar* and is picked up and placed on the bar where it must remain until it can be entered into an opponent's inner board. A player must re-enter pieces from the bar before making any other moves. A piece may enter the board on points that correspond to the numbers thrown on the dice. If a point is *closed* or *made* by an opponent's pieces, a player may not enter that point and forfeits his or her turn. If all six points are closed by an opponent's pieces, the player must forfeit his or her turn until the opponent's moves provide an opening for re-entering the board.

When all of a player's pieces are located within his or her inner table or board, he or she may begin to bear pieces off the board. The numbers thrown on the dice may be used to bear off a piece or to move it forward, or both. If a player throws a number that is higher than any point on the board occupied by the player's pieces, a piece from the highest point may be borne off. If a player throws a number that corresponds to points not covered by pieces and the number is not sufficient to bear off a piece, then a piece from the highest point may be moved forward.

The doubling cube is used in *Classic Board Games* only when playing a human opponent. Before a player rolls the dice, if he or she chooses to offer his or her opponent the cube, the opponent must either accept the cube or the game is over. If a player accepts the cube, only he or she can offer it again to his opponent, thus increasing the stakes of this friendly game.

A winner of a game of backgammon may score the victory in the following manner:

Single game - if the opponent has borne off at least one piece and has no pieces in the winner's inner board.

Double game or gammon - if the opponent has not borne off any pieces.

Triple game or backgammon - if the opponent has not borne off any pieces and has at least one piece left on the bar or in the winner's inner board.

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